

## Chooses Limb: Beginning Character Creation

1. Roll 3d6 down the line assigning the sum to each Ability in order

STR - modify melee damage

INT - modify spell knowledge

WIS - modify spell casting

DEX - modify ranged attack

CON - modify hit points

CHA - modify reaction rolls

Ability modifiers: Any ability 13 or higher will give you a +1 bonus.

Any ability lower than 9 will give you a -1 penalty.

2. Choose a Race or Class:

- If STR DEX & CON are your three highest then you make a good fighter
- If WIS STR & CON are your three highest then you make a good cleric
- If DEX & CHA are your two highest then you make a good elf
- If CON & STR are your two highest then you make a good dwarf
- If DEX & CON are your two highest then you make a good halfling
- If DEX is your highest then you make a good thief
- If INT is your highest then you make a good magic user

3. Roll for HP and add any bonus (or penalty) for CON

- Fighter, Dwarf - 1d8
- Elf, Halfling, Cleric - 1d6
- Thief, Magic-User - 1d4

4. Roll 3d6 and multiply by 10. This is how much gold you have.

Using that gold, buy equipment, armor and weapons.

5. Determine Armor Class:

Armor Type	AC	Usable by
No armor	9	All
Shield	8	Fighter, Cleric, Dwarf, Elf
Leather	7	Thief, Halfling, Fighter, Cleric, Elf
Leather + Shield	6	Fighter, Cleric, Elf
Chain	5	Fighter, Cleric, Dwarf, Elf
Chain Mail + Shield	4	Fighter, Cleric, Dwarf, Elf
Plate	3	Fighter, Cleric, Dwarf, Elf
Plate + Shield	2	Fighter, Cleric, Dwarf, Elf

6. Determine Saving Throw:

Class	Magic	Death
Elf	15	12
Fighter, thief	16	12
Magic User	15	13
Cleric	15	11
Dwarves and Halflings	14	10

7. Elf select a spell:

Animal Friend  
Decipher Runes  
Dweomer Sight  
Faerie Lights  
Elf Light

Mirror Shield  
Pass w/o Trace  
Purify Water  
Undrstd Lang

Magic-user select a spell:

Dancing Lights  
Detect Magic  
Enlargement  
Hold Portal  
Light  
Read Languages  
Read Magic  
Shield  
Floating Disc  
Ventriloquism

Weapons			
Dagger	3	Flail	8
Hand Axe	3	Spear	2
Mace	5	Pole Arm	7
Sword	10	Halberd	7
Two-Handed Sword	15	Short Bow	25
Lance	4	Long Bow	40
Pike	5	Composite Bow	50
Battle Axe	7	Light Crossbow	15
Morning Star	6	Heavy Crossbow	25
Missiles			
Quiver of 20 Arrows			10
Case with 30 Quarrels			10
20 Arrows/30 Quarrels			5
Silver Tipped Arrow			5
Armor			
Shield	10	Plate Mail	50
Leather Armor	15	Helmet	10
Chain-type Mail	30		
Transport			
Barding	150	Saddle	25
Mule	20	Saddle Bags	10
Draft Horse	30	Cart	100
Light Horse	40	Wagon	200
Warhorse, Medium	100	Raft	40
Warhorse, Heavy	200	Small Boat	100
Misc			
Silver Mirror small	15	Large Sack	2
Wooden Holy Symbol	2	Leather Back Pack	5
Silver Holy Symbol	25	Water/Wine Skin	1
Holy Water/Vial	25	6 Torches	1
Wolfsbane, bunch	10	Lantern	10
Garlic, bud	5	Flask of Oil	2
50' of Rope	1	Tinder Box	3
10' Pole	1	3 Stakes & Mallet	3
12 Iron Spikes	1	Steel Mirror	5
Small Sack	1	Wine, quart	1
Iron rations (for dungeon expeditions) 1 person/1 week			15
Standard rations for 1 person/1 week			5